STARFINDER SOCIETY

Invasion's Edge

SCENARIO: #1-01
LEVELS: 1–2

INVASION'S EDGE

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HOW TO PLAY

PLAY TIME: 2–3 HOURS

LEVEL: 1–2

PLAYERS: 3–6

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Invasion's Edge

INVASION'S EDGE

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GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Crashed Starship, Starfinder Flip-Mat: Planetary Terrain Multi-Pack*
Online Resource: Starfinder Reference Document at **paizo.com/sfrd**

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society* at **https://lorespire.paizo.com/**

SUMMARY

At the request of the Starfinder Zizenzi, the PCs perform two preparatory tasks to help with the establishment of a new Starfinder Lodge in the Sloughscar Hills of Akiton. With these tasks complete, Zizenzi entrusts them with one further task: the investigation of a piece of wreckage near the lodge, which is suspected to be a piece of the Wreck of the Returned that fell off during the crash.

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ADVENTURE BACKGROUND

There is perhaps no greater mystery within the Pact Worlds than the origins of the so-called First Ones, an advanced civilization from antiquity whose true name is unknown, and whose legacy is enduring. First Ones wrecks and ruins are few, and their mind-bending architecture and deadly magitech sentries make exploring and understanding them a dangerous task. However, there's no doubt that the First Ones thrived in the Pact Worlds system at some point, as their actions seeded Aballon and the sun with their robotic creations, anacites and protocites respectively. Smatterings of First Ones intervention are found throughout the wider cosmos, forming a puzzle only the most dedicated tech priests and researchers attempt to decipher.

Last year, the Starfinder Society conducted an archaeological survey of Eternity, an ancient city of the First Ones located on the planet Aballon. During this excavation, the Starfinders uncovered tantalizing clues about the First Ones and clashed with a violent sect of anacites known as Those Who Call. The sect attempted to destroy the Aballonian capital city of Striving and dispatch a signal meant to draw the First Ones back to the Pact Worlds—an event the Starfinders believe would be a system-wide catastrophe. Although the Starfinders triumphed against Those Who Call, saving the megaplex of Striving and Aballon's government, they were too late to prevent Those Who Call from dispatching their signal into the cosmos. What's worse, the signal was received—the First Ones are coming...

Unable to monitor the entirety of the Pact Worlds alone, and with the Pact Council busy with other matters, the Starfinders hired thousands of mercenaries to keep a wary eye out for potential invasion. When a mysterious starship crashed into Akiton's surface, one of these mercenary teams was among the first to enter and explore the wreck. Within hours of their entry, the starship's automated defenses activated, driving the mercenaries out and unleashing dangerous monsters and magical effects into the region, including the dreaded illumantula, a terrifying monster of magic, technology, and light. This starship was soon dubbed the Wreck of the Returned. More information about the Wreck of the Returned can be found on pages 26–27 of *Starfinder Galaxy Guide*.

Believing the Wreck of the Returned has a connection to the First Ones and is but the first step in a devastating invasion of the Pact Worlds, the Starfinder Society, under the leadership of First Seeker **Sarmak** (inquisitive male izalguun electrical engineer), has founded a lodge in the surrounding Sloughscar Hills. Sarmak needs brave Starfinders to help establish and defend this fledgling lodge, explore the Wreck of the Returned, and prevent the First Ones from invading the Pact Worlds.

Welcome to **Invasion's Edge**, the first season of Starfinder Society for Starfinder Second Edition!

GETTING STARTED

It's a new day for the Starfinder Society and its agents. Today, a cargo shuttle dispatched from Absalom Station arrives at the newest Starfinder lodge, located on the planet Akiton, laden with construction supplies and over a dozen rookie Starfinder agents (including the player characters, or **PCs**). The three-day flight from Absalom Station to Akiton gives the PCs a chance to introduce themselves and get to know one another. After this interplanetary voyage, the shuttle lands in the Sloughscar Hills of southern Akiton, a region of rocky hills that hold numerous rifts, crags, caves, and cliffs. As the PCs disembark, they enter a maze of temporary prefabricated buildings amid a flurry of activity and construction. The PCs receive a brief wave from the izalguun First Seeker Sarmak, who is briefing a more experienced team of agents on a detailed operation, and then are greeted in a more personable fashion by **Zizenzi** (enthusiastic host shirren xenoarchaeologist), the lodge's administrator and hopeful venture-captain. Zizenzi wastes no time on preamble and begins briefing the Starfinder agents immediately. Read or paraphrase the following to begin the adventure.

"Welcome to Akiton, Starfinders!" Zizenzi begins enthusiastically. "Things are busy here as we get this new lodge up and running, so I'm going to need you to get to work right away! Just leave your non-essential gear here and I'll see its stowed in your assigned housing unit."

WHERE IN THE UNIVERSE?

This adventure takes place in and around a newly established Starfinder lodge on the planet Akiton, near a mysterious crashed starship called the Wreck of the Returned. The lodge is in the Sloughscar Hills, a region of rocky hills that hold numerous rifts, crags, caves, and cliffs.

AKITON

The Battlefield

Gravity low; **Atmosphere** thin

Day 24 hours; **Year** 2 years

Akiton is a dusty red world of sunbaked deserts, rundown cities, and rusting scrapyards. The planet was once a booming industrial paradise overflowing with wealth from mining thasteron, a starship fuel that fell out of favor after the discovery of Drift travel. Now, Akiton is a decrepit battlefield for corporate interests, crime families, and survivalist communities. This downtrodden world's residents seek new opportunities and ways to survive on their dying, lawless planet.

Zizenzi leads the way deeper into the chaos and away from the shuttle, gesturing wildly as they speak. "Right now, we're preparing to explore a massive, crashed starship dubbed the 'Wreck of the Returned' that First Seeker Sarmak believes is connected to the return of the First Ones. The First Ones are ancient and powerful beings who could be a threat to the Pact Worlds! No one's seen the First Ones in a long time, but we have explored First Ones sites in the past and I promise you, they were not a benevolent people! We believe that exploring this starship wreck will give us much needed insight into the First Ones and their plans."

The shirren looks off into the distance for a moment before refocusing on the matter at hand. "But first things first! We have a Starfinder lodge to establish and that means you get to roll up your sleeves and lend an appendage, as the humans say! Are you ready to get started?"

Zizenzi

THIN ATMOSPHERE

Akiton has a thin atmosphere. PCs that breathe a thin atmosphere for more than a few hours become fatigued. To avoid this, the PCs can activate their armor's basic environmental protections. PCs whose home world is Akiton have acclimated to the planet's atmosphere and don't risk becoming fatigued from breathing the air.

If asked about the Wreck of the Returned, Zizenzi summarizes the information presented in the adventure background.

TASKS

As Zizenzi leads the PCs away from the shuttle landing zone, they explain that they are assigning the PCs two mundane but important tasks to help get the new lodge's construction on-track before missions related to larger goals can begin. These tasks include finishing the installation of the automated boundary markers surrounding the lodge (see Setting Boundaries on page 5) and scouting an initial path to the Wreck of the Returned (see Scouting Ahead on page 7). Zizenzi explains both these tasks then dispatches the PCs to accomplish them. The PCs can complete the tasks in whatever order they wish.

Zizenzi also warns the PCs that mid-range communications are unreliable at present, due to interference from the Wreck of the Returned, which means the PCs will likely be on their own for these tasks and should be careful and watch out for one another!

Treasure: Before the PCs depart, Zizenzi gives them a backpack containing one commercial medkit, three commercial medpatches, and three commercial hypopens.

Hero Points: When the PCs depart, remind them that they each have one Hero Point available.

Stop and Go

After the PCs complete their first task, they bump into fellow rookie Starfinder **Kiha** (adventurous female ysoki field agent). A PC that succeeds at a DC 15 Society or Starfinder Society Lore check recognizes Kiha is the granddaughter of Fitch, a famous Starfinder that commands the flagship *Master of Stars*. The young ysoki is driving an enercycle to a nearby boomtown called Pilferer's Paradise to deliver messages "the old-fashioned way." Because the Wreck of the Returned interferes with mid- and long-range communications, First Seeker Sarmak felt the message should be delivered in person.

Kiha stops to chat with the PCs for a few minutes, then wishes the PCs luck and departs to continue her mission. She's friendly and upbeat. She answers questions about her mission, even speculating that First Seeker Sarmak is reaching out to the leaders of Pilferer's Paradise to establish a working relationship. If asked about her grandmother, Kiha mentions "Granny Fitch" is currently organizing the large-scale survey of an unexplored system in the Vast.

Setting Boundaries

The Starfinder lodge is surrounded by a network of boundary markers that form an automated alarm system. Each boundary marker releases a signal that deters wildlife from approaching and automatically scans and identifies anyone (or anything) passing by. Whenever something unauthorized passes by the boundary markers, it triggers an alarm. This alarm system is an important defense against the robots and other creatures released by the Wreck of the Returned into the surrounding Sloughscar Hills. The PCs are asked to complete installation of the last few boundary markers and boot up the network.

This work requires the PCs to use their skills or abilities to acquire Boundary Points during rounds that represent roughly 1 hour of work. They have 4 hours to complete their tasks in order, first installation and then network. If they complete both tasks with time remaining, they can additionally run a tech check.

Drillworm

LOW GRAVITY

Akiton has low gravity. While in a low gravity environment, the Bulk of all creatures and objects is halved, meaning creatures can carry twice as much and jump twice as high and far. Physical ranged attacks are possible up to the twelfth range increment (instead of the sixth). Creatures that fall in low gravity take no damage for the first 10 feet of a fall, and then take bludgeoning damage equal to a quarter of the remaining distance it fell.

During each round, each PC should attempt one DC 15 skill check using the skills listed under their current task. A PC can substitute an applicable Lore skill in place of the listed skills; when they do, lower the DC by 2. Each task requires Boundary Points equal to the number of PCs to complete.

The results of the PCs' checks are as follows.

Critical Success The PCs gain 2 Boundary Points.

Success The PCs gain 1 Boundary Point.

Failure The PCs neither gain nor lose Boundary Points.

Critical Failure The PCs lose 1 Boundary Point.

Installation: The PCs must install the remaining boundary markers using materials prepared for them in the field. **Skills:** Athletics, Crafting, or Labor Lore to install boundary markers, Nature or Survival to find optimal placement locations, or Diplomacy to keep everybody encouraged and working together.

Network: The PCs must calibrate the boundary markers and establish the network. **Skills:** Acrobatics to make minor tweaks to marker positioning, Computers or Infosphere Lore to program the network, or Piloting or Survival to calculate optimal alignments.

Tech Check: The PCs perform a tech check to ensure optimal operation of the network. **Skills:** Acrobatics or Athletics to test how much the markers can shift without compromising the network, Computers or Thievery to find errors in the network's programming, Deception or Stealth to attempt to fool the boundary markers, or Perception to discover gaps in the perimeter's coverage.

Development: If the PCs complete both installation and network, they've succeeded at this task. If they fail to do so after four rounds, the PCs are relieved by another team of Starfinders and automatically move on.

Rewards: If the PCs complete both installation and network, Zizenzi rewards them with a jump jets armor upgrade. If the PCs complete tech check, Zizenzi additionally gives them a *commando serum*.

A. Scouting Ahead
WARPED WEATHER HAZARD
N
W
E
S
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: PLANETARY TERRAIN MULTI-PACK

A. Scouting Ahead — Low

There are several potential routes the Starfinders could take to the Wreck of the Returned. The PCs are asked to walk one of these routes and record any dangers along the route.

Reconnaissance: To follow the appropriate path, the PCs must succeed at a DC 14 Akiton Lore check, a Piloting check to Navigate, or a Survival check to Sense Direction. Alternatively, a PC can attempt a DC 16 Nature or Perception check. If none of the PCs succeed, the whole group gets turned around in a series of canyons and take several hours to reorient themselves, requiring each PC to succeed at a DC 12 Fortitude save or become fatigued.

Terrain Features: Once they're on the right path in exploration mode, the PCs encounter one of the many anomalies spawned by the Wreck of the Returned–a magical weather hazard that strikes while they're approaching a series of narrow canyons. Use the map on page 6 for this encounter. The PCs approach from the west and aim to take the central path through the rocks, exiting off the east edge of the map. The rock formations and canyon walls are 15 feet in height, and their upper surface is difficult terrain. Characters using Detect Magic or Investigate for their exploration activity can choose to use Arcana, Nature, Occultism, or Religion to roll initiative, if desired.

Hazard: The strange energies emanating from the Wreck of the Returned have spawned an unnatural electrical storm that appears with a flash of light and a loud boom. This storm fills a 40-foot radius burst, as noted on the map. The PCs will have to pass through this storm to continue along their assigned route.

Creatures: Normally subterranean animals that consume nutrients in the substrate, these Akitonian drillworms turn wildly violent when the warped weather hazard is triggered. The drillworms begin underground, spread across the hazard's area as determined by the GM, and attack as soon as they detect the PCs. The drillworms fight until slain unless the hazard is disabled, in which case they flee the area when only two or fewer drillworms remain alive.

WARPED WEATHER — HAZARD 0

UNCOMMON | COMPLEX | ENVIRONMENTAL | MAGICAL

Stealth +6 (trained)

Description An unnatural magical storm appears in the area with a crack of thunder and lightning.

Disable DC 13 Arcana, Nature, Occultism, or Religion (all trained) to overcome the magical anomaly, or DC 16 Athletics, Survival, or Thievery to destabilize the hazard's center point; two total successes are required to disable the hazard.

Electric Flash ↻ (electricity) **Trigger** A PC enters the area; **Effect** With a flash of light, the area crackles with electricity, and it begins to rain. The triggering creature is dealt 1d6+2 electricity damage (DC 16 basic Reflex save). On a critical failure, that creature is additionally dazzled for 1 round. The hazard then rolls initiative.

Routine (3 actions) The hazard makes three ranged Strikes against PCs, selecting different targets if possible, beginning with those closest to the hazard's center.

Ranged ❖ lightning bolt (electricity, range increment 60 feet) +8, **Damage** 1d6+2 electricity

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A** by making the following changes.

Easier: Remove one drillworm from the encounter, and reduce the DCs to disable the hazard by 1.

Harder: Add two drillworms to the encounter.

DRILLWORMS (3) — CREATURE -1

UNCOMMON | MEDIUM | ANIMAL

Perception +4; tremorsense (precise) 90 feet, no vision

Skills Athletics +5, Stealth +4

Str +2, **Dex** +2, **Con** +2, **Int** –4, **Wis** +0, **Cha** +0

AC 14; **Fort** +8, **Ref** +4, **Will** +2

HP 9; **Immunities** visual

Speed 25 feet, burrow 40 feet

Melee ❖ mouth +6, **Damage** 1d4+2 piercing

Ranged ❖ spitting teeth +6 (agile, range increment 40 feet), **Damage** 1d4 piercing

Bursting Rubble ❖❖ The drillworm burrows up to its Speed and then emerges onto the surface. All creatures adjacent to it when it ends its movement must succeed at a DC 13 Reflex save or be knocked prone.

Development: Following the battle, the PCs can attempt a DC 15 check to Identify Magic. If successful, they confirm that the Wreck of the Returned is leaking magical energy into the surrounding region, causing dangerous and unpredictable effects.

After this encounter, the PCs can finish their reconnoiter of the route without further incident and retrace their path back to the lodge.

A FIRST LOOK

When the PCs finish their tasks and return to the lodge, Zizenzi gives them some exciting news. Because they're the first Starfinders to complete their assigned chores for the day and have shown exceptional teamwork, they'll get the singular honor of investigating some debris, newly discovered by a recent geotechnical scan. Zizenzi suspects this debris is a piece of the Wreck of the Returned that broke off from the main body of the ship. Because the debris is several miles away from the rest of the wreck, the PCs are the first to explore the site!

Scratching the Surface

The debris is constructed of strange metals and is deeply buried beneath the earth. What's visible measures nearly 70 square feet and extends 15 feet into the air. A pair of breaches in the rear provide access into the debris, down beneath the earth. Smaller pieces of metal and debris litter the surrounding area.

The walk from the lodge to the debris site is uneventful and, upon arriving, GMs should encourage PCs to choose exploration activities. PCs that Detect Magic notice lingering magical energy in the area, while those who Investigate and succeed at a DC 15 Arcana, Nature,

Occultism, or Religion check to Recall Knowledge determine this debris has the same magical signature as the warped weather hazard—this is a clue that both are connected to the Wreck of the Returned. A PC that Searches and succeeds at a DC 14 Perception check discovers the corpses of two large fish-like creatures with armored faceplates nearby, each half-buried in sand.

Examining the corpses opens new avenues of investigation. A PC who succeeds at a DC 16 Nature check to Recall Knowledge (DC 11 for Akiton Lore) identifies the corpses are desert cephalaspises—giant, air-breathing armored fish native to Akiton that swim through earth and sand. A PC who succeeds at a DC 16 Medicine check determines the creatures were injected with a substance that killed them after a failed or unstable transformation. A PC who succeeds at a DC 15 Perception or Survival check finds a pair of broken syringes nearby, while a further successful DC 15 Arcana, Nature, Occultism, or Religion check indicates to the PC that the substances once contained in the syringes were magical. Learning more information would require a full med bay and diagnostic equipment—something the Starfinders don't have with them.

The PCs can bring the corpses back to the Starfinder lodge for further study, if desired, but they are too large to drag with them into the wreckage, so must be left outside for now and collected later.

Developments: Regardless of their discoveries, the PCs determine the only points of ingress are the breaches at the rear of the debris, which lead down into the earth like slick cave entrances. These breaches are big enough for Large-sized characters to squeeze through and don't require a skill check to traverse. When ready, the PCs can enter the subterranean portion of the wreckage through these breaches, descending 20 feet below the surface into area **B1**.

B. Debris Interior

Inside the debris are only a few rooms with any structural integrity. Use the map on page 9 for the following encounters. All non-labeled areas are crushed by surficial overburden and inaccessible to the PCs. All areas are dark with 10-foot-high ceilings. The thin walls are magically reinforced starship-grade metal. A PC who attempts to pass through a gap in the walls too small to fit them treats those spaces as difficult terrain.

B1. Machine Room

The PCs enter this room through the breach in the east wall.

Hazards: Two toxic fuel spills in the room's north corners release nauseating acrid fumes. Any PC that moves within 5 feet of the affected spaces must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure). A PC who succeeds at a DC 13 Crafting, Nature, Piloting, or Thievery check knows these spills can be neutralized if covered by soil pulled in from the breach. Doing so is a 10-minute activity with the manipulate trait that exposes everyone involved to the fumes. Once complete, these fumes no longer pose a threat.

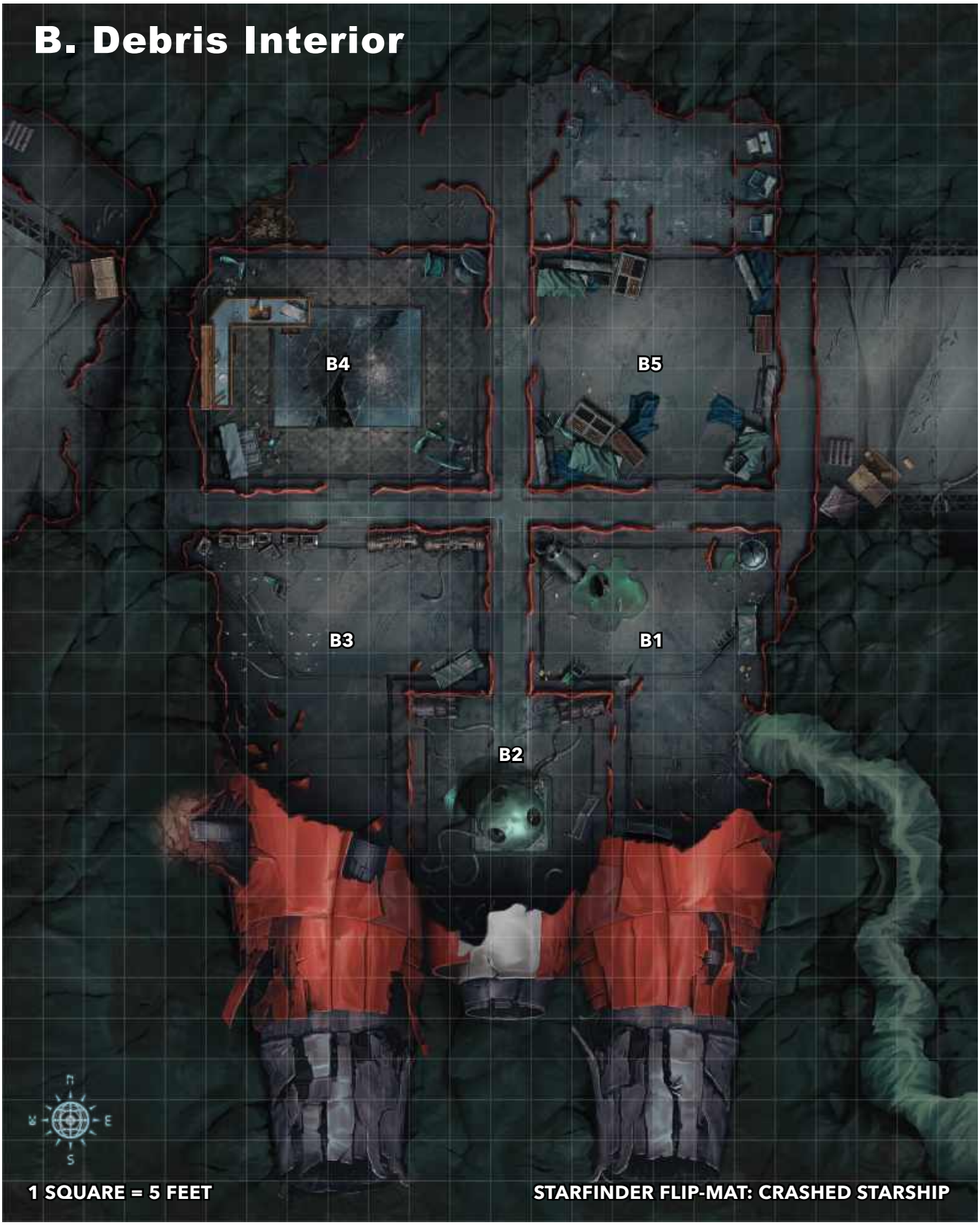
B2. Power Core

This chamber houses a strange spherical device with wires that once connected to all parts of the room. A PC who succeeds at a DC 15 Arcana, Computers, Crafting, Occultism, or Piloting check determines this is a magitech power core of unknown design.

When the PCs investigate this device, it emits a pulse of magic energy that moves through the PCs and surrounding area. Each PC must attempt a DC 14 Fortitude save. On a failure, the PCs' body temporarily "reverts" to a slightly younger state in a way each player can describe for themself. It might be as simple as their hairstyle from last week has returned, or one of their tattoos has disappeared, or a recent scar has faded away. The power core then emits a hiss of steam before peeling open and crumbling to dust.

Developments: If the PCs attempt to leave the wreck and depart without triggering the magic pulse, this pulse occurs automatically as they leave.

Robotic Oil


B. Debris Interior
B4
B5
B3
B1
B2
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: CRASHED STARSHIP

Treasure: Amid the dust of the destroyed power core is a number of blue crystals equal to the number of PCs. These crystals are each the size of a Medium creature's thumb; they crackle with energy and tug toward each of the PCs' weapons, as though trying to bond with them (hinting at their usage). A PC who succeeds at a DC 14 check to Identify Magic determines these are *tactical crystallized shockshards* (see the chronicle sheet at the end of this adventure) that were an incidental byproduct of the power core's operation.

B3. Empty Chamber

This room is empty except for black cloth covering its doorway-like entrances. Smashed pieces of magitech junk line the walls, too destroyed from the ship's crash to be properly identified.

Treasure: A PC that Searches the room discovers a commercial irising shield and two tactical incendiary grenades amid the chaotic mess.

Cephalaspis Corpse

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **B4** by making the following changes.

Easier: Remove one robotic oil from the encounter.

Harder: Add two robotic oils to the encounter.

B4. Robotics Bay — Low

This technological workshop was used to repair magitech robots and create artificial oozes called robotic oils, which were in turn used to lubricate and repair the innards of large robotic beings and the Wreck of the Returned itself. Tools, raw materials, and pieces of destroyed robots litter the room.

Creatures: Several robotic oils lie on the ground, looking like another fluid spill. Scrambled since the ship's crash, they automatically attack when a living creature enters the room, following creatures throughout the debris and fighting to their destruction.

ROBOTIC OILS (3) — **CREATURE 0**

UNCOMMON | SMALL | CONSTRUCT | MINDLESS | OOZE | TECH

Perception +6; motion sense (precise) 60 feet, no vision

Skills Athletics +6, Stealth +5

Str +2, **Dex** +1, **Con** +2, **Int** –5, **Wis** +0, **Cha** +0

Motion Sense A robotic oil can feel nearby motion through vibration and air movement.

AC 10; **Fort** +8, **Ref** +3, **Will** +2

HP 20; **Immunities** critical hits, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal, paralyzed, poison, precision, sickened, spirit, unconscious, visual, vitality, void

Speed 20 feet

Melee ❖ pseudopod +6, **Damage** 1d6+2 bludgeoning

Ranged ❖ caustic spatter +5 (range increment 20 feet), **Damage** 1d4 acid

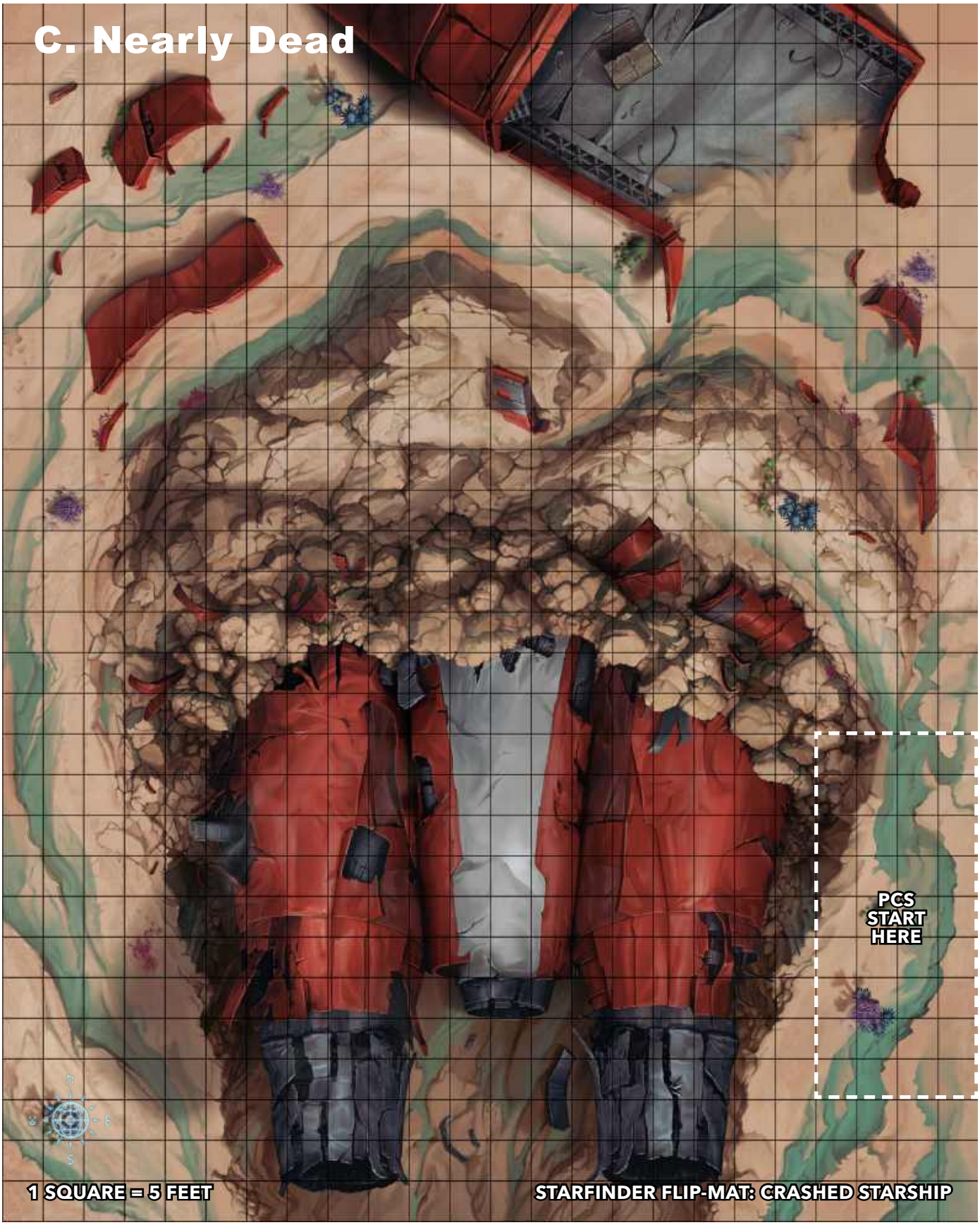
Reparative Spray ❖❖ (magical) **Frequency** once per hour; **Effect** The robotic oil sprays fluids in a 10-foot emanation. All constructs in the area are repaired, regaining 1d6 Hit Points. All non-constructs in the area are dealt 2d6 acid damage with a DC 16 basic Reflex save.

Treasure: A commercial autograppler and 50 feet of cable line rest on the floor amid the scattered tools.

B5. Storage Bay

Like the other rooms, this room suffered greatly from the crash, with all its furnishings thrown to the walls and smashed. Originally used to store materials, components, and valuable items, there's not much left whole.

Treasure: A PC who sifts through the debris in this room discovers a *cellular stimulant spell amp*, a *jump spell amp*, two commercial batteries, and 20 projectile ammo.


C. Nearly Dead
PCS START HERE
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: CRASHED STARSHIP

C. NEARLY DEAD MODERATE

After exploring the subterranean wreckage, the PCs return to the surface and prepare to depart. Unfortunately, the magical pulse has caused the cephalaspis corpses to reanimate as undead. The two creatures rise into the air as portions of their bodies flake away like rust, their visual organs gleaming red behind the armored plates encasing their heads.

Use the map on page 11 for this encounter. The PCs begin on the east side of the debris, as marked. The debris is 15 feet high; the DC of Athletics checks to Climb it, or Acrobatics checks to Balance on its surface, is DC 10. The rubble in the middle of the map is difficult terrain.

Creatures: The two cephalaspis corpses turn to attack the PCs immediately. Both creatures start the encounter already flying just above the ground, one in the center of the map and one on the west side of the debris. They prefer to fight in melee while remaining mobile, using Cephalaspis Charge against isolated creatures and Pummeling Loop against grabbed creatures, favoring those who look smallest or weakest. They fight to their destruction. If the PCs flee, the cephalaspis corpses don't pursue them.

In the unlikely event the PCs chopped up or otherwise destroyed the two cephalaspis corpses before they descended into area **B**, two more corpses emerge from the soil nearby and attack, but GMs should ensure their first action in combat is to emerge from the ground.

CEPHALASPIS CORPSES (2) CREATURE 2

UNCOMMON | LARGE | MINDLESS | UNDEAD | UNHOLY

Perception +5; darkvision

Skills Acrobatics +7, Athletics +8, Stealth +7

Str +4, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** +0

AC 17; **Fort** +7, **Ref** +11, **Will** +5

HP 35 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** vitality 5

Armored Deflection ↷ **Trigger** The cephalaspis corpse is the target of a physical ranged attack; **Effect** The cephalaspis corpse deflects the attack with the armored plates covering its head, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 5 feet, burrow 30 feet, fly 30 feet

Melee ❖ armored crest +10, **Damage** 1d8+4 bludgeoning

Melee ❖ jaws +10, **Damage** 1d6+4 piercing plus Grab

Ranged ❖ rust breath (magical) +9, **Damage** 2d4 void

Cephalaspis Charge ❖❖ (traversal) The cephalaspis corpse Strides twice, then makes an armored crest Strike. A Medium or smaller creature struck by this attack must succeed at a DC 15 Reflex save or be automatically Shoved back 5 feet and knocked prone by the force of the blow.

Pummeling Loop ❖ (move) **Requirements** The cephalaspis corpse has a Medium or smaller creature grabbed; **Effect** The cephalaspis corpse attempts an Athletics check to Reposition the grabbed creature, with the following results.

Critical Success The cephalaspis corpse Flies 30 feet straight up and then drops the creature, causing it to fall.

Success As critical success, but only 20 feet.

Failure No effect.

Critical Failure The creature is no longer grabbed.

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **C** by making the following changes.

Easier: Apply the weak adjustment to both cephalaspis corpses.

Harder: Apply the elite adjustment to both cephalaspis corpses.

Development: When destroyed, the cephalaspis corpses partially disintegrate into rust-like particles, but they remain whole enough that the PCs can bring the remains back to the Starfinder lodge for further testing, if desired.

With the battle over, the PCs can finish searching the area and examine the corpses, performing any skill checks noted under Scratching the Surface on page 7 that they have yet to attempt. When they're ready to leave, the PCs can trudge back to the lodge through the Sloughscar Hills, arriving just as night begins to fall.

CONCLUSION

Upon the PCs' return to the Starfinder lodge, Zizenzi comes out to greet the team and quickly summons medics for any PCs who are injured. They show genuine concern for the PCs and make sure to get the PCs indoors and fed a hot meal before asking for a debriefing on what happened at the debris site over dessert. They notice any lingering changes to the PCs' appearances and ask about if it the PCs don't volunteer that information during their report.

After hearing their report, Zizenzi compliments the PCs on their teamwork, work ethic, and spirit of exploration. They escort the PCs to their private housing units and tell them to rest up, since there's plenty more exploration to do on Akiton and in general in today's galaxy!

The cosmetic changes to each PC from the magical pulse inside the debris fade over the next few days, returning each character back to normal but leaving them to wonder what a more concentrated energy source, like the ones inside the real Wreck of the Returned, might be capable of.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-01
Invasion's Edge

Character Chronicle #

Character Name | Organized Play # | Character #

CREDITS	LEVEL	
	1	140 credits
	LEVEL	
	2	220 credits

Adventure Summary

You performed two minor tasks to help the Starfinder Zizenzi with the establishment of a new lodge on the planet Akiton, in the Sloughscar Hills. After working on the lodge's boundary markers and surveying a potential route to the nearby Wreck of the Returned, you were offered an exciting opportunity to investigate a newly discovered piece of debris suspected to be a small piece of the Wreck that was sheared off during its recent crash on Akiton. After this exploration, you fought mysterious undead creatures that shed rust-like particles. You ☐ took a sample of these creatures back to the lodge or ☐ left the destroyed undead on site.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. You must create a **paizo.com** account and register a character before you can begin making Achievement Point transactions.

Invasion's Edge (Boon): You discovered a strange glowing crystal in a magitech power core. This character gains access to *crystallized shockshards*, allowing you to purchase them.

Crystallized shockshards have the charm trait. A charm is Installed into a specific type of item, usually a weapon, armor, or shield, but does not occupy an upgrade slot. You can only Install one charm into an item at a time. You must be wielding or wearing an item to activate a charm attached to it.

CRYSTALLIZED SHOCKSHARD — ITEM 1+

UNCOMMON | CHARM | CONSUMABLE | MAGICAL

Usage Installed in a weapon or solarian weapon potency crystal; **Bulk** –

Activate ◆ (concentrate) **Trigger** You deal damage to a creature with the weapon.

This electric-blue crystal crackles with energy. When you activate the *shockshard*, the target must succeed at a Fortitude save or become clumsy for 1 minute. If the target has the tech trait, it instead becomes glitching.

Type commercial; **Level** 1; **Price** 30 credits
The DC is 15 and the value of the clumsy and glitching condition is 1.

Type tactical; **Level** 3; **Price** 90 credits
The DC is 17 and the value of the clumsy and glitching condition is 1.

Type advanced; **Level** 6; **Price** 500 credits
The DC is 20 and the value of the clumsy and glitching condition is 2.

Type superior; **Level** 9; **Price** 1,300 credits
The DC is 25 and the value of the clumsy and glitching condition is 2.

Type elite; **Level** 12; **Price** 4,000 credits
The DC is 29 and the value of the clumsy and glitching condition is 2.

Type ultimate; **Level** 15; **Price** 12,000 credits
The DC is 34 and the value of the clumsy and glitching condition is 3.

Type paragon; **Level** 18; **Price** 45,000 credits
The DC is 38 and the value of the clumsy and glitching condition is 3.

Notes

EXPERIENCE	
	Starting XP
+	XP Gained (GM ONLY)
=	Final XP Total

CREDITS	
	Starting Credits
+	Credits Gained (GM ONLY)
–	Credits Spent
=	Total

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: AH7F